

Careers and Skills: Kislev

Basic Skills:

Skill (Characteristic):	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Animal Care (Int)	Bailiff, Bear Tamer, Bone Picker, Camp Follower, Coachman, Drover, Dung Collector, Entertainer, Hedge Wizard, Horse Coper, Mercenary, Messenger, Militiaman, Miner, Outlaw, Outrider, Peasant, Pilgrim, Rat Catcher, Servant, Steppes Nomad, Tradesman	Abbot (2), Captain (2), Friar (1), Hag Mother (2), Horsemaster (1), Highwayman (1), Monk (1), Scout (1), Winged Lancer (1), Witch (1)
Charm (Fel)	Agitator, Bailiff, Barber-Surgeon, Bone Picker, Camp Follower, Entertainer, Ferryman, Horse Coper, Hedge Wizard, Initiate, Noble, Peasant, Raconteur, Rogue, Student, Thief, Wise Woman, Wolf-Kin, Zealot	Abbot (2), Agent of the Shroud (1), Ambassador (3), Anointed Priest (2), Astrologer (1), Ataman (1), Cantor (1), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Duellist (1), Foreman (1), Forger (1), Guild Master (1), Herald (1), High Priest (3), Highwayman (1), Horsemaster (1), Innkeeper (1), Interrogator (1), Master Thief (2), Merchant (1), Minstrel (1), Noble Lord (2), Politician (1), Priest (1), Priest (Verena, Scalebearer) (1, 2 & 3)***, Spy (1), Steward (1), Warlock (2), Witch (1)
Command (Fel)	Bailiff, Checkist, Jailer, Noble, Wise Woman	Ambassador (3), Artillerist (2), Ataman (1), Captain (2), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Magus (Khorne, Nurgle, Tzeentch) (2), Demagogue (1), Exorcist (2), Explorer (2), Foreman (1), Guild Master (1), Hag Mother (2), Hag Witch (1), Horse Archer (1), Mate (1), Ice Maiden (1), Ice Witch (2), Noble Lord (2), Outlaw Chief (2), Politician (1), Priest (Tor) (1, 2, & 3)***, Racketeer (1), Sea Captain (2),

		Sergeant (1), Steward (1), Verenan Investigator (1), Winged Lancer (1)
Concealment (Ag)	Agitator, Charcoal-Burner, Horned Hunter, Hunter, Miner, Outlaw, Peasant, Rat Catcher, Sewer Jack, Steppes Nomad, Thief, Tomb Robber, Woodsman	Agent of the Shroud (1), Assassin (2), Cat Burglar (1), Demagogue (1), Killer of the Dead (2), Master Thief (2), Outlaw Chief (2), Scout (1), Spy (1), Vampire Hunter (1), Verenan Investigator (1)
Consume Alcohol (T)	Bear Tamer, Boatman, Burgher, Chimneysweep, Dung Collector, Fisherman, Horse Coper, Jailer, Kossar, Marine, Noble, Pilgrim, Seaman, Steppes Nomad, Stevedore, Streltsi, Student, Thug, Wise Woman, Wrecker	Cult Acolyte of Slaanesh (1), Cult Magus of Slaanesh (2), Foreman (1), Hag Witch (1), Horse Archer (1), Horsemaster (1), Innkeeper (1), Mate (1), Veteran (1), Winged Lancer (1)
Disguise (Fel)	Thief	Agent of the Shroud (1), Assassin (2), Charlatan (1), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Master Thief (2), Spy (1), Verenan Investigator (1), Warlock (2)
Drive (S)	Barber-Surgeon, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Coachman, Dung Collector, Grave Robber, Mercenary, Militiaman, Miner, Outlaw, Peasant, Servant, Smuggler, Soldier, Tradesman	Artillerist (2), Artisan (1), Engineer (1), Explorer (2), Horsemaster (1), Merchant (1)
Evaluate (Int)	Bone Picker, Burgher, Camp Follower, Entertainer, Ferryman, Horse Coper, Initiate (Handrich), Miner, Rogue, Servant, Smuggler, Thief, Toll Keeper, Tomb Robber, Tradesman, Valet	Artisan (1), Cat Burglar (1), Champion (2), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Magus (Slaanesh, Tzeentch) (2), Explorer (2), Fence (1), Forger (1), Guild Master (1), Herald (1), Highwayman (1), Innkeeper (1), Master Thief (2), Merchant (1), Noble Lord (2), Pistolier (1), Politician (1), Racketeer (1), Scholar (1), Steward (1)
Gamble (Int)	Marine, Mercenary, Militiaman, Kossar, Noble, Peasant, Rogue, Stevedore, Streltsi, Thief, Thug, Wrecker	Charlatan (1), Courtier (1), Cult Acolyte of Slaanesh (1), Fence (1), Foreman (1), Master Thief (2), Mate (1), Veteran (1)
Gossip (Fel)	Agitator, Bailiff, Bear Tamer,	Abbot (2), Agent of the Shroud

	Boatman, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Chimneysweep, Coachman, Entertainer, Ferryman, Grave Robber, Horse Coper, Kossar, Marine, Mercenary, Messenger, Militiaman, Noble, Outlaw, Protagonist, Raconteur, Rogue, Scribe, Servant, Smuggler, Stevedore, Streltsi, Student, Temple Guardian, Toll Keeper, Tradesman, Vagabond, Valet, Watchman, Wise Woman	(1), Ambassador (3), Anointed Priest (2), Artisan (1), Assassin (2), Astrologer (1), Ataman (1), Captain (2), Cat Burglar (1), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte (Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Slaanesh, Tzeentch) (2), Demagogue (1), Fence (1), Foreman (1), Guild Master (1), Herald (1), High Priest (3), Highwayman (1), Innkeeper (1), Mate (1), Merchant (1), Minstrel (1), Noble Lord (2), Physician (1), Politician (1), Priest (1), Racketeer (1), Sergeant (1), Spy (1), Steward (1), Targeteer (1), Verenan Investigator (1), Veteran (1), Warlock (2), Witch (1)
Haggle (Fel)	Barber-Surgeon, Bone Picker, Burgher, Camp Follower, Charcoal-Burner, Chimneysweep, Coachman, Dung Collector, Ferryman, Fisherman, Grave Robber, Hedge Wizard, Mercenary, Protagonist, Horse Coper, Rogue, Servant, Smuggler, Toll Keeper, Tradesman, Vagabond, Valet	Ambassador (3), Artisan (1), Cat Burglar (1), Charlatan (1), Crime Lord (2), Fence (1), Foreman (1), Forger (1), Guild Master (1), Herald (1), Innkeeper (1), Merchant (1), Politician (1), Priest (Handrich) (1, 2 & 3)**, Racketeer (1), Steward (1), Warlock (2), Witch (1)
Intimidate (Fel)	Apprentice Witch, Bailiff, Bodyguard, Bounty Hunter, Checkist, Ferryman, Hedge Wizard, Jailer, Marine, Pit Fighter, Protagonist, Temple Guardian, Thug, Watchman, Wise Woman, Wolf-Kin, Zealot	Agent of the Shroud (1), Ataman (1), Champion (2), Crime Lord (2), Cult Acolyte (Khorne, Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Khorne, Nurgle, Slaanesh, Tzeentch) (2), Demagogue (1), Exorcist (2), Fence (1), Hag Mother (2), Hag Witch (1), High Priest (3), Ice Maiden (1), Ice Witch (2), Interrogator (1), Killer of the Dead (2), Mate (1), Priest (Ulric, no order, Order of the Howling Wolf) (1, 2 & 3)**, Racketeer (1), Sergeant (1), Steward (1), Veteran (1), Witch (1)
Outdoor Survival (Int)	Apprentice Witch, Boatman, Bounty Hunter, Charcoal-Burner, Drover, Fisherman, Hunter, Initiate (Taal & Rhya), Kossar,	Ataman (1), Cult Acolyte of Nurgle (1), Explorer (2), Friar (1), Horse Archer (1), Ice Maiden (1), Ice Witch (2), Killer

	Messenger, Militiaman, Miner, Outrider, Peasant, Steppes Nomad, Tomb Robber, Vagabond, Wrecker	of the Dead (2), Priest (Dahz) (1, 2 & 3)**, Priest (Ulric, Order of the Winter Throne) (1, 2 & 3)**, Priest (Ursun) (1, 2 & 3)**, Targeteer (1), Winged Lancer (1)
Perception (Int)	Agitator, Apprentice Witch, Bailiff, Barber-Surgeon, Bear Tamer, Boatman, Bodyguard, Bone Picker, Bounty Hunter, Burgher, Camp Follower, Charcoal-Burner, Checkist, Chimneysweep, Coachman, Drover, Dung Collector, Entertainer, Ferryman, Fisherman, Grave Robber, Hedge Wizard, Horned Hunter, Horse Coper, Hunter, Initiate, Initiate (Verena), Jailer, Kossar, Mercenary, Messenger, Militiaman, Miner, Outlaw, Outrider, Rat Catcher, Rogue, Scribe, Seaman, Servant, Sewer Jack, Shieldbreaker, Smuggler, Steppes Nomad, Stevedore, Streltsi, Student, Temple Guardian, Thief, Toll Keeper, Tomb Robber, Tradesman, Vagabond, Valet, Watchman, Wise Woman, Woodsman, Wrecker	Abbot (2), Agent of the Shroud (1), Ambassador (3), Artillerist (2), Artisan (1), Assassin (2), Astrologer (1), Ataman (1), Cantor (1), Cat Burglar (1), Champion (2), Charlatan (1), Courtier (1), Crime Lord (2), Cult Acolyte of Tzeentch (1), Cult Attendant (1), Cult Magus (Nurgle, Tzeentch) (2), Demagogue (1), Engineer (1), Exorcist (2), Explorer (2), Foreman (1), Forger (1), Friar (1), Guild Master (1), Hag Mother (2), Hag Witch (1), Herald (1), Horse Archer (1), Horsemaster (1), Ice Maiden (1), Ice Witch (2), Innkeeper (1), Interrogator (1), Judicial Champion (2), Master Thief (2), Minstrel (1), Monk (1), Navigator (1), Noble Lord (2), Outlaw Chief (2), Physician (1), Pistolier (1), Politician (1), Priest (1), Priest (Taal & Rhya, Daughter of Rhya) (1, 2 & 3)**, Racketeer (1), Scholar (1) Priest (Verena, Templars of Verena) (1, 2 & 3)**, Scout (1), Sea Captain (2), Sergeant (1), Steward (1), Targeteer (1), Vampire Hunter (1), Verenan Investigator (1), Veteran (1), Warlock (2), Winged Lancer (1), Witch (1)
Ride (Ag)	Bailiff, Checkist, Coachman, Entertainer, Horse Coper, Mercenary, Messenger, Noble, Outlaw, Outrider, Protagonist, Steppes Nomad	Ambassador (3), Anointed Priest (2), Ataman (1), Captain (2), Courtier (1), Engineer (1), Explorer (2), Herald (1), High Priest (3), Highwayman (1), Horse Archer (1), Horsemaster (1), Ice Maiden (1), Ice Witch (2), Merchant (1), Noble Lord (2), Outlaw Chief (2), Priest (1), Scout (1), Sergeant (1), Steward (1), Warlock (2), Warrior Priest

		(2), Winged Lancer (1), Witch (1)
Row (S)	Boatman, Ferryman, Fisherman, Initiate (Manann), Marine, Peasant, Seaman, Smuggler, Wrecker	Mate (1), Priest (Manann, no order) (1, 2 & 3)**
Scale Sheer Surface (S)	Charcoal-Burner, Chimneysweep, Entertainer, Grave Robber, Horned Hunter, Miner, Outlaw, Peasant, Seaman, Sewer Jack, Shieldbreaker, Stevedore, Thief, Tomb Robber, Woodsman	Assassin (2), Cat Burglar (1), Explorer (2), Master Thief (2), Outlaw Chief (2), Vampire Hunter (1)
Search (Int)	Bone Picker, Bounty Hunter, Burgher, Camp Follower, Charcoal-Burner, Checkist, Chimneysweep, Dung Collector, Grave Robber, Hedge Wizard, Hunter, Jailer, Kossar, Mercenary, Militiaman, Outrider, Rat Catcher, Rogue, Servant, Sewer Jack, Smuggler, Stevedore, Student, Temple Guardian, Thief, Toll Keeper, Tomb Robber, Valet, Watchman, Wrecker	Agent of the Shroud (1), Cat Burglar (1), Master Thief (2), Steward (1), Targeteer (1), Vampire Hunter (1), Verenan Investigator (1), Warlock (2), Witch (1)
Silent Move (Int)	Bounty Hunter, Chimneysweep, Grave Robber, Horned Hunter, Hunter, Outlaw, Outrider, Peasant, Rat Catcher, Sewer Jack, Smuggler, Thief, Tomb Robber, Vagabond, Woodsman	Agent of the Shroud (1), Assassin (2), Cat Burglar (1), Highwayman (1), Killer of the Dead (2), Master Thief (2), Outlaw Chief (2), Scout (1), Spy (1), Vampire Hunter (1), Verenan Investigator (1)
Swim (S)	Barber-Surgeon, Boatman, Entertainer, Ferryman, Fisherman, Hunter, Initiate (Manann), Marine, Mercenary, Messenger, Militiaman, Outlaw, Peasant, Seaman, Smuggler, Sewer Jack, Stevedore, Vagabond, Wrecker	Anointed Priest (2), Explorer (2), High Priest (3), Master Thief (2), Navigator (1), Priest (1), Priest (Manann, Son of Manann) (1, 2 & 3)**, Sea Captain (2), Sergeant (1), Warlock (2), Witch (1)

Advanced skills:

Skill (Characteristic):	Basic Careers:	Advanced Careers, tier 1, 2, & 3:
Academic Knowledge (any one) (Int)	Scribe	Agent of the Shroud (1), Catechist (1), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Hag Mother (2), Ice Witch (2), Priest (1)
Academic Knowledge (any	Student	Abbot (2), Anointed Priest (2),

two) (Int)		Cult Magus of Slaanesh (2), Monk (1), Priest (Verena, no order, Lorekeeper) (1, 2 & 3)**, Verenan Investigator (1)
Academic Knowledge (any three) (Int)		Cult Magus of Tzeentch (2), High Priest (3), Scholar (1)
Academic Knowledge (any four) (Int)		
Academic Knowledge (the Arts) (Int)		Courtier (1), Forger (1)
Academic Knowledge (Astronomy) (Int)	Initiate	Astrologer (1), Navigator (1), Priest (Dahz) (1, 2 & 3)**, Priest (Manann, Order of the Albatross) (1, 2 & 3)**
Academic Knowledge (Daemonology) (Int)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh) (2), Exorcist (2), Hag Mother (2), Warlock (2)
Academic Knowledge (Engineering) (Int)		Artillerist (2), Engineer (1)
Academic Knowledge (Genealogy/Heraldry) (Int)	Valet	Ambassador (3), Herald (1), Noble lord (2), Politician (1)
Academic Knowledge (History) (Int)	Agitator, Initiate, Wise Woman	Ambassador (3), Ataman (1), Courtier (1), Demagogue (1), Explorer (2), Guild Master (1), Hag Mother (2), Hag Witch (1), Herald (1), Noble lord (2), Politician (1), Vampire Hunter (1)
Academic Knowledge (Law) (Int)	Agitator, Bailiff, Checkist, Watchman	Ataman (1), Demagogue (1), Explorer (2), Politician (1), Priest (Verena, Scalebearer) (1, 2 & 3)**, Steward (1), Verenan Investigator (1)
Academic Knowledge (Magic) (Int)	Apprentice Witch	Ice Maiden (1), Ice Witch (2)
Academic Knowledge (Necromancy) (Int)		Agent of the Shroud (1), Exorcist (2), Hag Mother (2), Killer of the Dead (2), Vampire Hunter (1), Warlock (2)
Academic Knowledge (Philosophy) (Int)		
Academic Knowledge (Runes) (Int)		
Academic Knowledge (Science) (Int)		Artillerist (2), Astrologer (1), Engineer (1), Physician (1)
Academic Knowledge (Spirits) (Int)	Wise Woman	Hag Mother (2), Hag Witch (1),
Academic Knowledge (Strategy/Tactics) (Int)		Ataman (1), Captain (2), Horse Archer (1), Noble Lord (2),

		Outlaw Chief (2), Sea Captain (2), Sergeant (1), Warrior Priest (2), Winged Lancer (1)
Academic Knowledge (Theology) (Int)	Initiate, Wolf-Kin, Zealot	Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Ataman (1), Cantor (1), Catechist (1), Cult Attendant (1), Exorcist (2), Friar (1), High Priest (3), Monk (1), Priest (1), Warrior Priest (2)
Animal Training (Fel)	Bear Tamer, Drover, Entertainer, Initiate (Ursun), Peasant, Rat Catcher, Steppes Nomad	Highwayman (1), Horsemaster (1), Sea Captain (2)
Blather (Fel)	Entertainer, Noble, , Raconteur, Rogue, Servant, Valet	Ambassador (3), Charlatan (1), Courtier (1), Cult Magus of Tzeentch (2), Demagogue (1), Herald (1), Innkeeper (1), Politician (1)
Channelling (WP)	Apprentice Witch, Hedge Wizard	Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Exorcist (2), High Priest (3), Ice Maiden (1), Ice Witch (2), Priest (1), Warlock (2), Warrior Priest (2), Witch (1)
Charm Animal (Fel)	Bear Tamer, Drover, Horse Coper, Entertainer, Hedge Wizard, Peasant, Steppes Nomad	Hag Mother (2), Horsemaster (1), Priest (Taal & Rhya, no order) (1, 2 & 3)***, Scout (1)
Common Knowledge (any one) (Int)	Raconteur, Temple Guardian	Cantor (1), Cult Acolyte (Khorne, Nurgle, Tzeentch) (1), Cult Attendant (1), Hag Mother (2), Ice Witch (2), Verenian Investigator (1)
Common Knowledge (any two) (Int)		Abbot (2), Ambassador (3), Anointed Priest (2), Catechist (1), Cult Magus of Nurgle (2), Forger (1), Friar (1), High Priest (3), Mate (1), Merchant (1), Minstrel (1), Monk (1), Navigator (1), Priest (1), Scout (1), Sergeant (1), Spy (1), Warrior Priest (2), Witch (1)
Common Knowledge (any three) (Int)		Captain (2), Explorer (2), Scholar (1), Sea Captain (2), Warlock (2)
Common Knowledge (any four) (Int)		Cult Magus of Tzeentch (2)
Common Knowledge (Border Princes) (Int)		
Common Knowledge	Mercenary, Seaman,	Astrologer (1), Charlatan (1),

(Brettonnia) (Int)	Vagabond	Courtier (1), Herald (1)
Common Knowledge (Dwarfs) (Int)		Engineer (1)
Common Knowledge (Elves) (Int)		
Common Knowledge (the Empire) (Int)*	Boatman, Mercenary, Vagabond, Wrecker	Astrologer (1), Foreman (1), Herald (1)
Common Knowledge (Estalia) (Int)	Vagabond	Astrologer (1)
Common Knowledge (Halflings) (Int)		
Common Knowledge (Kislev) (Int)*	Agitator, Apprentice Witch, Bailiff, Boatman, Bone Picker, Burgher, Charcoal-Burner, Checkist, Chimneysweep, Drover, Dung Collector, Entertainer, Ferryman, Fisherman, Kossar, Messenger, Noble, Outlaw, Scribe, Streltsi, Tomb Robber, Wise Woman, Wrecker, Wolf-Kin, Zealot	Agent of the Shroud (1), Astrologer (1), Ataman (1), Crime Lord (2), Demagogue (1), Foreman (1), Guild Master (1), Hag Mother (2), Hag Witch (1), Herald (1), Highwayman (1), Horse Archer (1), Ice Maiden (1), Ice Witch (2), Innkeeper (1), Noble Lord (2), Outlaw Chief (2), Politician (1), Racketeer (1), Steward (1), Targeteer (1), Vampire Hunter (1), Veteran (1), Verenan Investigator (1), Winged Lancer (1)
Common Knowledge (Norsca) (Int)	Seaman	
Common Knowledge (Ogres) (Int)		
Common Knowledge (Tilea) (Int)	Mercenary, Seaman, Vagabond	Agent of the Shroud (1), Astrologer (1), Charlatan (1), Courtier (1), Engineer (1), Herald (1)
Common Knowledge (Troll Country) (Int)	Drover, Steppes Nomad, Wise Woman	Ataman (1), Hag Mother (2), Hag Witch (1), Horse Archer (1), Winged Lancer (1)
Common Knowledge (The Wasteland) (Int)	Fisherman, Marine, Messenger, Seaman	Foreman (1)
Dodge Blow (Ag)	Bodyguard, Checkist, Jailer, Kossar, Marine, Mercenary, Militiaman, Outlaw, Pit Fighter, Protagonist, Seaman, Servant, Sewer Jack, Shieldbreaker, Stevedore, Streltsi, Temple Guardian, Thug, Toll Keeper, Watchman, Wrecker	Captain (2), Champion (2), Crime Lord (2), Cult Acolyte of Khorne (1), Cult Magus of Khorne (2), Demagogue (1), Horse Archer (1), Horsemaster (1), Judicial Champion (2), Master Thief (2), Mate (1), Racketeer (1), Scout (1), Sea Captain (2), Sergeant (1), Vampire Hunter (1), Veteran (1), Warrior Priest (2), Winged Lancer (1)

Follow Trail (Int)	Bounty Hunter, Checkist, Drover, Horned Hunter, Hunter, Outrider, Sewer Jack, Steppes Nomad, Watchman, Woodsman	Agent of the Shroud (1), Explorer (2), Killer of the Dead (2), Outlaw Chief (2), Priest (Ursun) (1, 2 & 3)**, Scout (1), Vampire Hunter (1), Verenan Investigator (1)
Heal (Int)	Barber-Surgeon, Bodyguard, Coachman, Hedge Wizard, Initiate, Initiate (Shallya), Jailer, Steppes Nomad, Student, Vagabond, Wise Woman	Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Cult Acolyte of Nurgle (1), Friar (1), Hag Mother (2), Hag Witch (1), High Priest (3), Interrogator (1), Monk (1), Physician (1), Priest (1), Priest (Taal & Rhya, Daughters of Rhya) (1, 2 & 3)**, Warrior Priest (2), Witch (1)
Hypnotism (WP)	Entertainer, Hedge Wizard,	Exorcist (2), Priest (Verena, no order) (1, 2 & 3)**, Warlock (2)
Lip Reading (Int)		Innkeeper (1), Master Thief (2), Spy (1)
Magical Sense (WP)	Apprentice Witch, Hedge Wizard, Wise Woman	Anointed Priest (2), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Exorcist (2), Hag Mother (2), Hag Witch (1), High Priest (3), Ice Maiden (1), Ice Witch (2), Priest (1), Warlock (2), Warrior Priest (2), Witch (1)
Navigation (Int)	Apprentice Witch, Bailiff, Boatman, Coachman, Drover, Fisherman, Messenger, Miner, Outrider, Pilgrim, Shieldbreaker, Steppes Nomad, Vagabond, Wrecker	Astrologer (1), Explorer (2), Horse Archer (1), Ice Maiden (1), Navigator (1), Priest (Manann, Order of the Albatross) (1, 2 & 3)**, Priest (Taal & Rhya, no order) (1, 2 & 3)**, Scout (1), Winged Lancer (1)
Performer (any one) (Fel)	Bear Tamer,	Courtier (1), Cult Acolyte of Slaanesh (1)
Performer (any two) (Fel)	Entertainer	Cult Magus of Slaanesh (2)
Performer (any three) (Fel)		
Performer (any four) (Fel)		
Performer (Acrobat) (Fel)		
Performer (Actor) (Fel)	Rogue	Ambassador (3), Politician (1), Spy (1)
Performer (Clown) (Fel)		
Performer (Comedian) (Fel)	Raconteur	
Performer (Dancer) (Fel)	Peasant, Steppes Nomad, Vagabond	
Performer (Fire Eater) (Fel)		
Performer (Jester) (Fel)		

Performer (Juggler) (Fel)		
Performer (Mime) (Fel)		
Performer (Musician) (Fel)	Noble	Cantor (1), Minstrel (1)
Performer (Palm Reader) (Fel)		
Performer (Singer) (Fel)	Peasant, Stevedore, Vagabond	Cantor (1), Foreman (1), Minstrel (1)
Performer (Storyteller) (Fel)	Raconteur, Rogue, Vagabond, Wise Woman	Astrologer (1)
Pick Lock (Ag)	Thief, Tomb Robber	Cat Burglar (1), Master Thief (2), Spy (1), Verenan Investigator (1)
Prepare Poison (Int)	Wise Woman	Assassin (2), Cult Acolyte of Tzeentch (1), Cult Magus of Nurgle (2), Hag Mother (2), Hag Witch (1), Physician (1)
Read/Write (Int)	Agitator, Barber-Surgeon, Burgher, Initiate, Noble, Raconteur, Scribe, Servant, Student, Thief, Toll Keeper, Tomb Robber, Tradesman, Valet, Wolf-Kin, Zealot	Abbot (2), Agent of the Shroud (1), Ambassador (3), Astrologer (1), Cantor (1), Captain (2), Catechist (1), Courtier (1), Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Cult Attendant (1), Cult Magus (Nurgle, Slaanesh, Tzeentch) (2), Engineer (1), Explorer (2), Forger (1), Herald (1), Ice Maiden (1), Ice Witch (2), Innkeeper (1), Master Thief (2), Merchant (1), Minstrel (1), Monk (1), Navigator (1), Noble Lord (2), Physician (1), Politician (1), Priest (1), Scholar (1), Steward (1), Verenan Investigator (1), Warlock (2)
Sail (Ag)	Fisherman, Seaman, Wrecker	Mate (1), Priest (Manann, no order) (1, 2 & 3)**, Sea Captain (2)
Secret Language (any one) (Int)		Spy (1), Priest (Verena, all orders) (1, 2 & 3)**
Secret Language (any two) (Int)		
Secret Language (Battle Tongue) (Int)	Marine, Mercenary	Artillerist (2), Captain (2), Cult Acolyte of Khorne (1), Outlaw Chief (2), Sergeant (1), Veteran (1), Warrior Priest (2), Winged Lancer (1)
Secret Language (Guild Tongue) (Int)	Scribe, Stevedore, Tradesman	Artisan (1), Foreman (1), Guild Master (1), Merchant (1)
Secret Language (Ranger Tongue) (Int)	Boatman, Ferryman, Horned Hunter, Vagabond, Woodsman	Explorer (2), Scout (1)
Secret Language (Thieves'	Rogue, Smuggler, Thief,	Cat Burglar (1), Charlatan (1),

Tongue) (Int)	Thug, Vagabond	Crime Lord (2), Master Thief (2), Outlaw Chief (2)
Secret Signs (any one) (Int)		Verenan Investigator (1)
Secret Signs (any two) (Int)		
Secret Signs (Astrologer) (Int)		Astrologer (1)
Secret Signs (Scout) (Int)	Messenger, Sewer Jack, Steppes Nomad	Explorer (2), Outlaw Chief (2), Scout (1)
Secret Signs (Ranger) (Int)	Charcoal-Burner, Coachman, Horned Hunter, Hunter, Vagabond, Woodsman, Wrecker	
Secret Signs (Templar) (Int)		
Secret Signs (Thief) (Int)	Grave Robber, Outlaw, Rogue, Smuggler, Thief, Tomb Robber, Vagabond	Assassin (2), Cat Burglar (1), Crime Lord (2), Forger (1), Master Thief (2), Outlaw Chief (2)
Set Trap (Ag)	Horned Hunter, Hunter, Outlaw, Peasant, Rat Catcher, Woodsman	
Shadowing (Ag)	Bounty Hunter, Checkist, Shieldbreaker	Agent of the Shroud (1), Assassin (2), Killer of the Dead (2), Racketeer (1), Spy (1), Vampire Hunter (1), Verenan Investigator (1)
Sleight of Hand (Ag)	Camp Follower, Entertainer, Jailer, Servant, Thief	Charlatan (1), Fence (1), Innkeeper (1), Master Thief (2), Spy (1), Targeteer (1), Verenan Investigator (1)
Speak Arcane Language (any one) (Int)		Hag Mother (2),
Speak Arcane Language (any two) (Int)		Cult Magus (Nurgle, Slaanesh, Tzeentch) (2)
Speak Arcane Language (Arcane Elf) (Int)		
Speak Arcane Language (Daemoniac) (Int)		Cult Acolyte (Nurgle, Slaanesh, Tzeentch) (1), Warlock (2)
Speak Arcane Language (Magick) (Int)	Apprentice Witch	Abbot (2), Anointed Priest (2), Exorcist (2), Hag Mother (2), Hag Witch (1), High Priest (3), Ice Maiden (1), Ice Witch (2), Monk (1), Priest (1), Warlock (2), Warrior Priest (2)
Speak Language (any one) (Int)	Raconteur	Catechist (1), Cult Acolyte of Tzeentch (1), Cult Attendant (1), Exorcist (2), Forger (1), Priest (Verena, Order of Mysteries) (1,

		2 & 3)**, Verenan Investigator (1), Warrior Priest (2)
Speak Language (any two) (Int)		Abbot (2), Agent of the Shroud (1), Anointed Priest (2), Cantor (1), Ice Witch (2), Monk (1), Priest (1), Scout (1)
Speak Language (any three) (Int)		Ambassador (3), Cult Magus (Slaanesh, Tzeentch) (2), Explorer (2), High Priest (3), Scholar (1), Sea Captain (2), Spy (1)
Speak Language (any four) (Int)		
Speak Language (Arabyan) (Int)		
Speak Language (Breton) (Int)	Agitator, Barber-Surgeon, Burgher, Camp Follower, Coachman, Scribe, Seaman, Smuggler, Toll Keeper, Valet	Artisan (1), Astrologer (1), Charlatan (1), Courtier (1), Friar (1), Guild Master (1), Herald (1), Innkeeper (1), Mate (1), Merchant (1), Minstrel (1)
Speak Language (Classical) (Int)	Initiate, Scribe, Student, Tomb Robber	Abbot (2), Astrologer (1), Catechist (1), Cult Attendant (1), Monk (1), Navigator (1), Noble Lord (2), Physician (1), Priest (Verena, Lorekeeper) (1, 2 & 3)**, Scholar (1), Vampire Hunter (1), Verenan Investigator (1)
Speak Language (Eltharin) (Int)	Tomb Robber	Minstrel (1)
Speak Language (Estalian) (Int)		Astrologer (1), Friar (1), Guild Master (1), Merchant (1)
Speak Language (Halfling) (Int)		
Speak Language (Khazalid) (Int)	Tomb Robber	Artisan (1), Engineer (1)
Speak Language (Kislevan) (Int)***	Agitator, Apprentice Witch, Barber-Surgeon, Bear Tamer, Burgher, Drover, Entertainer, Fisherman, Horse Coper, Initiate, Kossar, Messenger, Noble, Rogue, Scribe, Streltsi, Student, Valet	Ataman (1), Charlatan (1), Courtier (1), Demagogue (1), Friar (1), Guild Master (1), Herald (1), Horse Archer (1), Ice Maiden (1), Ice Witch (2), Innkeeper (1), Merchant (1), Noble Lord (2), Politician (1), Steward (1), Verenan Investigator (1), Winged Lancer (1)
Speak Language (Norse) (Int)	Fisherman, Seaman	Guild Master (1), Mate (1), Merchant (1)
Speak Language (Reikspiel) (Int)***	Boatman, Burgher, Camp Follower, Coachman,	Astrologer (1), Captain (2), Friar (1), Herald (1), Innkeeper (1),

	Smuggler, Toll Keeper, Wrecker	Mate (1), Merchant (1)
Speak Language (Strigany) (Int)		
Speak Language (Tilean) (Int)	Agitator, Barber-Surgeon, Burgher, Camp Follower, Coachman, Mercenary, Scribe, Seaman, Toll Keeper	Astrologer (1), Artisan (1), Captain (2), Charlatan (1), Courtier (1), Engineer (1), Friar (1), Guild Master (1), Herald (1), Innkeeper (1), Minstrel (1), Sergeant (1)
Speak Language (Ungol) (Int)	Drover, Wise Woman	Hag Mother (2), Hag Witch (1), Horse Archer (1),
Torture (Fel)		Cult Acolyte of Nurgle (1), Crime Lord (2), Killer of the Dead (2), Interrogator (1)
Trade (any one) (Varies)	Militiaman	Cult Acolyte of Tzeentch (1)
Trade (any two) (Varies)	Tradesman	Guild Master (1)
Trade (any three) (Varies)		Artisan (1)
Trade (any four) (Varies)		
Trade (Apothecary) (Int)	Barber-Surgeon, Hedge Wizard, Wise Woman	Hag Mother (2), Hag Witch (1), Physician (1), Priest (Shallya) (1, 2 & 3)***, Warlock (2), Witch (1)
Trade (Armourer) (S)	Camp Follower	
Trade (Artist) (Ag)		Forger (1)
Trade (Bowyer) (Ag)	Camp Follower, Peasant, Steppes Nomad	
Trade (Brewer) (Int)		
Trade (Calligrapher) (Ag)	Scribe	Forger (1)
Trade (Candlemaker) (Ag)		
Trade (Carpenter) (Ag)		
Trade (Cartographer) (Ag)	Camp Follower	Explorer (2), Navigator (1), Scholar (1), Sea Captain (2)
Trade (Cook) (Int)	Camp Follower, Peasant, Servant, Steppes Nomad	Innkeeper (1), Priest (Dahz) (1, 2 & 3)**
Trade (Cooper) (S)		
Trade (Embalmer) (Int)		
Trade (Farmer) (S)	Peasant	
Trade (Gem Cutter) (Ag)		
Trade (Goldsmith) (Ag)		
Trade (Gunsmith) (Ag)	Camp Follower	Artillerist (2), Engineer (1)
Trade (Herbalist) (Int)	Camp Follower, Wise Woman	Hag Mother (2), Hag Witch (1), Priest (Shallya) (1, 2 & 3)***, Warlock (2), Witch (1)
Trade (Merchant) (Fel)	Camp Follower, Fisherman	Merchant (1), Steward (1)
Trade (Miller) (S)		
Trade (Miner) (S)	Miner	
Trade (Prospector) (S)	Miner	
Trade (Shipwright) (Int)		Mate (1), Priest (Manann, no order) (1, 2 & 3)***, Sea Captain

		(2)
Trade (Shoemaker) (Ag)		
Trade (Smith) (S)	Camp Follower	Forger (1)
Trade (Stoneworker) (Ag)		
Trade (Tailor) (Ag)	Camp Follower	
Trade (Tanner) (S)		
Trade (Weaponsmith) (S)	Camp Follower	
Ventriloquism (Fel)	Entertainer	

*. For all careers not in RotIQ (exception: Kossar) I have replaced 'Common Knowledge (The Empire)' with 'Common Knowledge (Kislev)' and vice versa. All other 'Common Knowledge' skills are left unchanged.

** These entries indicate that a character in a 'Priest' (= Abbot, Priest, Anointed Priest, Exorcist, High Priest, Monk, Warrior Priest) career of the appropriate god and order (or lack of order) can learn this Skill one time in total, not once per career.

*** For all careers not in RotIQ (exception: Kossar), I have replaced 'Speak Language (Reikspiel)' with 'Speak Language (Kislevan)' and vice versa. All other 'Speak Language' skills are left unchanged.